
Subject: Re: Howto create control-collection -control?

Posted by [wilho](#) on Sun, 12 Mar 2006 10:25:00 GMT

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OK, you convinced me.

```
class ExpressPane : public Ctrl {
    struct SlaveControl {
        bool isInSplitter;
        Ctrl* slave;
    };
    Array<Button> closer;
    Array<SlaveControl> slaves;
    Splitter splitter;

    static const int BTN_SPACE = 22;
    typedef ExpressPane CLASSNAME;

    int btnIndx;
    void Toggle(int);
public:
    void Add(const char *text, Ctrl& slave);
    ExpressPane();
};

ExpressPane::ExpressPane(){
    Ctrl::Add(splitter);
    splitter.Vert();
}
void ExpressPane::Toggle(int indx){
    slaves[indx].isInSplitter = slaves[indx].isInSplitter == true ? false:true;

    for(int loopI=slaves.GetCount()-1; loopI>-1; loopI--){
        splitter.RemoveChild( slaves[loopI].slave );
        if (slaves[loopI].isInSplitter == true){
            splitter << *slaves[loopI].slave;
        }
    }
    splitter.RefreshLayout();
}
void ExpressPane::Add(const char *text, Ctrl& slave){

    Button* button = new Button;
    Callback argCB = callback1(this,Toggle, btnIndx++);
    *button <<= argCB;
    button->SetLabel(text);
    button->HSizePosZ(0, 0).BottomPosZ(BTN_SPACE * (btnIndx-1), BTN_SPACE -2);
```

```
splitter.HSizePosZ(0, 0).VSizePosZ(0, BTN_SPACE * btnIndx);
Ctrl::Add(*button);
closer.Add(button);

SlaveControl slvCtrl;
slvCtrl.isInSplitter = false;
slvCtrl.slave = &slave;
slaves.Add(slvCtrl);
}
```

Thank you, this has ben very...educational
